



Chutes and Ladders™

The Exciting CD-ROM Game of Ups and Downs!



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First Things First

THE README FILE

The *Chutes and Ladders* CD-ROM game has a ReadMe file with which you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Chutes and Ladders* directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then on Programs, then on Hasbro Interactive, then on *Chutes and Ladders*, and finally on the ReadMe file option.

SYSTEM REQUIREMENTS

Operating System:	Windows® 95/98
Processor:	Pentium® 90 MHz or higher
Memory:	16 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	4X Speed
Video:	1 MB Windows® 95/98 compatible video card capable of 640 x 480 (800 x 600 optional), 256 colors *
Sound:	16-bit Windows® 95/98 compatible sound card*
DirectX:	DirectX version 5.2 (included) or higher

* Indicates device should be compatible with DirectX version 5.2 or higher.

Setup and Installation

1. Start Windows® 95/98.
2. Insert the *Chutes and Ladders* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Chutes and Ladders* CD-ROM and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing *Chutes and Ladders*.
5. Once installation is complete, click on the Start button at the bottom of the screen, and choose Programs/Hasbro Interactive/*Chutes and Ladders*/*Chutes and Ladders* to start the game.

Note: You must have the *Chutes and Ladders* CD-ROM in the CD-ROM drive to play.

Installation of DirectX

The *Chutes and Ladders* CD-ROM requires DirectX 5.2 or higher in order to run. If you do not have DirectX 5.2 or higher installed on your computer, click "Yes" when asked if you would like to install it.

Welcome to *Chutes and Ladders*™!

Chutes and Ladders is the exciting up and down game for little people! Boys and girls alike will love making their way to the winning space as they jump ahead on ladders and slide back down the chutes. Along the path, they'll learn number recognition and counting, too. With three different gameboards, a fun cast of animated kids, and exciting mini games in the new Zoo and Circus areas, everyone is sure to have a great time!

Getting Started



Using your mouse, left-click on the "Play Alone" icon or the "Play with Friends" icon.

Play Alone – If you are playing alone, you will be asked to select which on-screen character you would like to be during the game and what color you would like your character to wear. Left-click on your character and color to make your selections. Once you’ve made your selections, you will be taken to the **Choose a Gameplay Area** screen described on page 7.



Play with Friends – If you are playing with friends, Player 1 will be asked to select which on-screen character he/she would like to be during the game, and what color he/she would like his/her character to wear. Left-click on your character and color to make your selections. The character will then move to the spinner on the right side of the screen, and the next player will select his/her token and color. Repeat these steps until *either*:



- All players have finished making their selections, and the spinner is clicked to start the game; or
- A total of four players have made their selections, and the game automatically begins by taking you to the **Choose a Gameplay Area** screen described on page 7.

Other On-Screen Buttons:

From the Getting Started screen, you can also left-click on any of these icons:

Quit – Click here to exit the game and return to your Windows® desktop.

Options – Click here to open the **Parental Options** box described on page 19.

Play Song – Click here to play the *Chutes and Ladders* theme song.

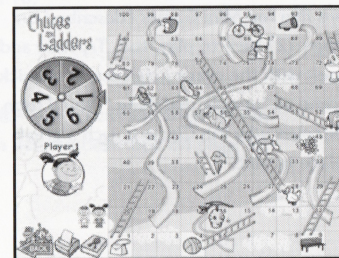
Choose a Gameplay Area

This is where you choose which area you would like to play in:



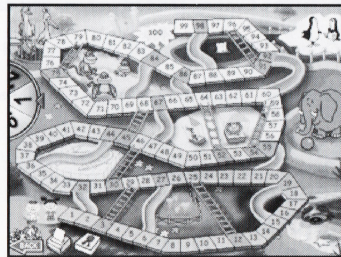
THE CLASSIC PARK

The Classic Park resembles the original *Chutes and Ladders* gameboard that everyone knows and loves! Spin the spinner, move ahead and climb your way to the top! But watch out for those chutes — they’ll send you sliding back down! Along the way, take to heart the Do’s and Don’ts that connect your character to the chutes and ladders!



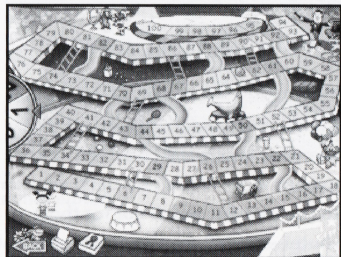
THE ZOO

The Zoo is an exciting new area for you and your friends to explore. Play the basic *Chutes and Ladders* game on this new gameboard, or try your luck at one of the five fun Mini Games described on page 12. Toss the ball with an elephant, find treasure in a tide pool, or see what those hilarious penguins will do! You'll be amazed by how much fun the Zoo can be!



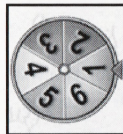
THE CIRCUS

Find your way to the center of the circus ring to win the basic *Chutes and Ladders* game on the Circus gameboard. There are five fun Mini Games (described on page 12) here to play, too. Try hide and seek with the circus magician, or a quick game of "poodle matching." You'll soon discover why the Circus is such a great place to visit!



About the Gameboards

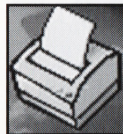
Each of the three gameboard screens features the following things:



Spinner – Left-click here on your turn to spin the spinner.



Go Back Arrow – Left-click here to go back to the previous screen.



Printer Icon – Left-click here to go to the **Printing Time** screen described on page 16.



The Golden Rules Book – Left-click here to go to **The Golden Rules Selection Screen** described on page 16.

The Basic Rules of *Chutes and Ladders*

Object

Be the first player to reach space #100.

All About the Game Spaces

Take a peek at the gameboard. The spaces are numbered from 1 to 100. You will move your character along the board, following the numbers upwards — starting at space #1 and moving towards #100.

You can also move your character up by climbing ladders and unfortunately down, too, by sliding down chutes. More about that later.

What to Do on Your Turn

Player 1 goes first.

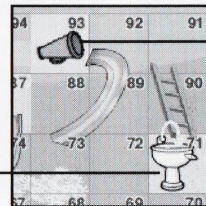
On your turn, spin the spinner by left-clicking on it. Then move your character to the correct space on the gameboard by moving your mouse pointer space by space along the gamepath the number shown on the spinner, and left-clicking on the final space of your move. Your character will then move to that space. For example, on your first turn, if you spin a 5, move to space #5 on the board. Once you move your character, your turn is over.



Important! Two or more characters may occupy the same space at the same time.

Going UP a Ladder!

Any time your move ends on a space at the bottom of a ladder, your character climbs UP to the space at the top of the ladder. For example, in the Classic Park area if you end your move on space #71, you immediately move UP to space #91.



NAUGHTY DEEDS
SLIDE YOU BACK!

CLIMB UP WITH
A GOOD DEED!

Going DOWN a Chute!

Any time your move ends on a space at the top of a chute, your character slides DOWN the chute to the space at the bottom of the chute. For example, in the Classic Park area, if you end your move on space #93, you immediately slide DOWN to space #73.

Ending Your Turn

If your move ends on any of the following spaces, your turn is over:

- A space with no picture (Classic Park area) or special color (Zoo and Circus areas).
- A space that a ladder or chute just passes through.
- A space at the top of a ladder.
- A space at the bottom of a chute.

Winning the Game

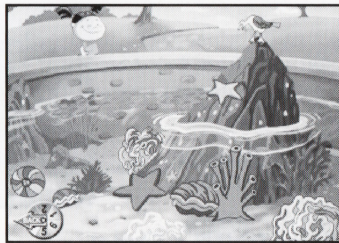
The first player to reach the #100 space wins the game.

Five Fun Mini Games to Play!

FIND THINGS

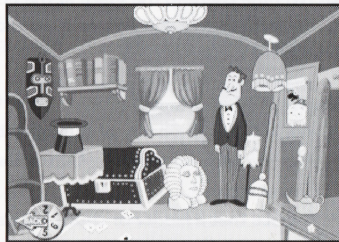
If You Play in the Zoo Area...

Left-click on the **tide pool** to play. There's treasure in the tide pool and it's up to you to find it! Click on all the ocean animals and watch what happens. You'll see all sorts of silly things! Keep looking. The treasure's in there somewhere! Once you find it, you can either play again, or go back to the main game you were playing in the Zoo!



If You Play in the Circus Area...

Left-click on the **magician** to play. The magician needs you to help him find his magic rabbit. Where do you think that fluffy little creature is hiding? Click on all of the very best hiding places to see what you can find. Keep going until you find the rabbit! Once you do, you can either play again or go back to the main game you were playing at the Circus.



MATCHING

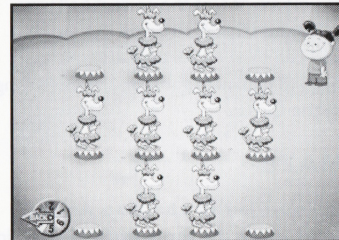
If You Play in the Zoo Area...

Left-click on the **penguins** to play. Can you match the penguins that are doing the same thing? When you've helped them find their match, watch them head off for a swim! When you've matched them all up, you can either play again or go back to the main game you were playing at the Zoo.



If You Play in the Circus Area...

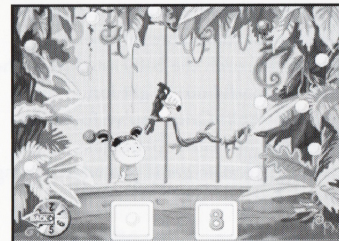
Left-click on the **poodles** to play. Try to match the poodles that are doing the same thing! Watch closely — those poodles do some neat tricks! Can you jump on a pogo stick, or do magic tricks? If you match all of the poodles, you can either play again, or go back to the main game you were playing at the Circus.



COUNTING

If You Play in the Zoo Area...

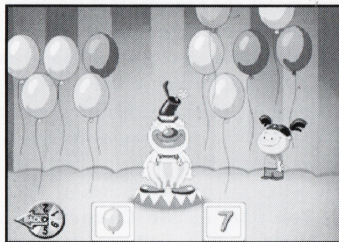
Left-click on the **bird cage** to play. Help feed the bird by giving him the right kind of berries. Click and drag the berries to the bird. If you give him the right ones, he will eat them. Keep going



until you have given him **ALL** of the berries he's asked for! Just don't feed him the wrong ones — **YUCK!** Once you've given him all of the right berries, you can either play again, or go back to the main game you were playing at the Zoo.

If You Play in the Circus Area...

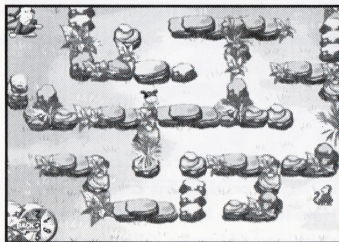
Left-click on the **clown** to play. Help the clown get ready for his show by giving him the right number of colored balloons. What a great way to learn your numbers and colors! Once you've given the clown **ALL** of the correct balloons, watch him fly off to begin the show! You can then either play again, or go back to the main game you were playing at the Circus.



MAZE

If You Play in the Zoo Area...

Left-click on the **monkeys** to play. Help the mama monkey find her baby who is lost on the other side of the maze! Guide your token through the maze, and try to reach the baby monkey at the end. Be careful not to get lost in the maze yourself! Once you've found the baby, you can either play again, or go back to the main game you were playing at the Zoo.



If You Play in the Circus Area...

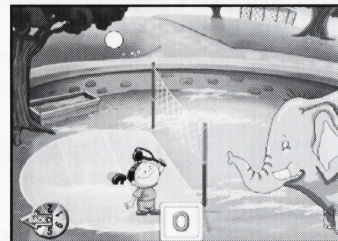
Left-click on the **Fun House** to play. Help the clown find his way to his tent so that he can get ready for the show. Be careful not to take a wrong turn! Once you've led the clown to his tent, you can either play again, or go back to the main game you were playing at the Circus.



TOSSING

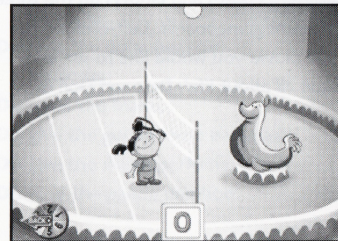
If You Play in the Zoo Area...

Left-click on the **elephant** to play. Toss the ball with an elephant! After the elephant tosses the ball to you, try to hit the ball back with your racket. Move your mouse to move your character. Once you've hit the ball back the right number of times, you can either play again, or go back to the main game you were playing at the Zoo.



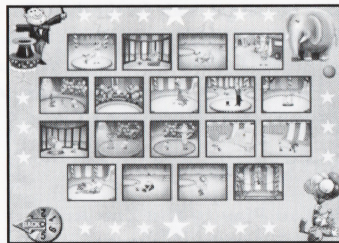
If You Play in the Circus Area...

Left-click on the **seal** to play. Toss the ball with a trained seal! After the seal tosses the ball to you, try to hit the ball back with your racket. Move your mouse to move your character. Once you've hit the ball back the right number of times, you can either play again, or go back to the main game you were playing at the Circus.



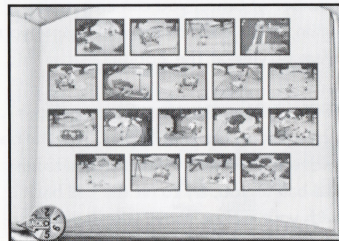
Printing Time!

In *Chutes and Ladders*, you can print out different scenes from the different gameplay areas and your winning ribbons! Simply left-click on the scene you would like to print, and then left-click on that scene's Printer icon. If you win a ribbon during the game, left-click on the Ribbon Award screen's Printer icon to print out your ribbon.



Learn the Golden Rules

Chutes and Ladders has a total of 54 mini movies that coordinate with different chutes and ladders on the three different gameboards. Left-click on the mini movie you would like to see and learn all about life's Do's and Don'ts.



THE CIRCUS DO'S AND DON'TS

The Do's

- Do** help the elephant inflate the balloons.
- Do** take the thorn out of the tiger's paw.
- Do** put the weight on the barbell for the strong man.
- Do** wind up the clown car.
- Do** put horns in place for the performing seal.
- Do** take the unicycle to the tightrope walker.
- Do** straighten the contortionist.
- Do** finish drawing on the tattooed man.

The Don'ts

- Don't** tickle the fire breather.
- Don't** take the juggling balls.
- Don't** pull the clown's nose.
- Don't** pull the lion's tail.
- Don't** interrupt the snake charmer with a saxophone solo.
- Don't** drop a banana peel in front of the bear on a unicycle.

- Don't** sit on the Ringmaster's hat.
- Don't** show a kitten to the trained poodles.
- Don't** block the view of the small child behind you.
- Don't** flip on the bright lights during the trained mole performance.

THE ZOO DO'S AND DON'TS

The Do's

- Do** help the baby chick.
- Do** pull the bottle out of the whale's spout.
- Do** help the groundhog put on his glasses.
- Do** help the polar bear tie his skates.
- Do** untie the snake.
- Do** give the gorilla some bananas.
- Do** give the skunk perfume.
- Do** feed the panda bamboo.



The Don'ts

Don't tease the elephant with a mouse.

Don't chase the penguins.

Don't toss a basketball in the Hippo's mouth.

Don't use the armadillo as a bongo.

Don't juggle the crocodile eggs.

Don't sit on a porcupine.

Don't put trash in the pelican's beak.

Don't yell down the ostrich hole.

Don't play ring toss on the Rhino's horn.

Don't jump on the camel's hump.

Do return other people's lost things.

Do give someone your seat on the bench if they need it.

Do remember your things when leaving the park.

Do help smaller kids to the water fountain.

Do pass the ball.

Do say, "thank you" when someone gives you something nice.

The Don'ts

Don't cut in line.

Don't run with your shoes untied.

Don't trample the flowers.

Don't yell too loud.

Don't throw your gum on the ground.

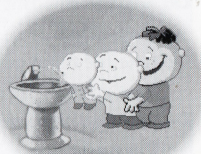
Don't ignore the signs.

Don't ride your bike off the path.

Don't poke the beehive with the stick.

Don't talk with your mouth full.

Don't push the merry go round too fast.



THE CLASSIC PARK DO'S AND DON'TS

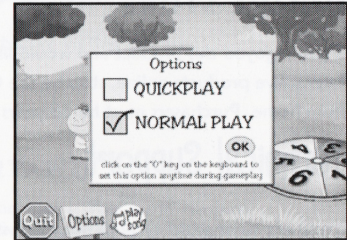
The Do's

Do help Granny to the park bench.

Do look both ways before crossing the street.

Parental Options

At any time during the game, you can press the "o" key on your keyboard to bring up the **Parental Options** box. From there you can choose between Quickplay for a faster game, or Normal Play for a regular game. Left-click on the OK button to confirm your selection and return to the game.



Hasbro Interactive's Web Sites

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site. Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Demos
- Competitions
- Software Upgrades
- Hints and Tips
- Interaction
- Interviews
- Player Contact Information
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

Technical Support

If you are having technical difficulties with the *Chutes and Ladders* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Chutes and Ladders* CD-ROM game to: **HI@hasbro.com**

To find out more about the *Chutes and Ladders* CD-ROM game or any other Hasbro Interactive CD-ROM product, please visit:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site.

License Agreement

* * * IMPORTANT * * *

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If you believe you have found any such error or defect in the CD-ROM during the warranty period, (i) if you are in the United States, call Hasbro

Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 12:00 midnight Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original CD-ROM disc to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the CD-ROM, within a reasonable period of time and without charge, with a corrected version of the CD-ROM. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

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EXPORT AND IMPORT COMPLIANCE: In the event You export the CD-ROM or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.

Credits

Hasbro Interactive

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President

Dave Witting
Producer

Scott Balaban
Designer

Sue Bulson
Product Manager

Diane Shohet
Executive Producer

John Sutyak
Director of Business Development

Tony Parks
V.P. Research and Development

Rich Reily
V.P. of Technology

Michael Craighead
Director of Quality Assurance

John Hurlbut
General Manager, Marketing

Joe Gammal
Director of Children's Games

George Burtch
Director of Marketing Services

Tim Evans
Channel Marketing Director

Laura Tomasetti
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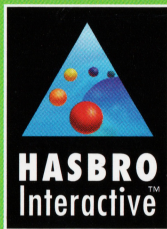
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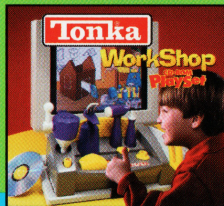
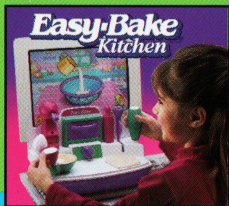
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